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AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below

wherein status, amendments, additions and cancellations are indicated.

1. (Currently Amended) A server device for a net game applicable on a

network and enabling data communication with mobile communication terminals

registered as members, the server device comprising:

organizing means for organizing groups ~~consisting of~~ including a specified

number of members upon a member registration request from the respective mobile

communication terminals,

question storage means for storing contents of a plurality of questions,

question preparing means for selecting and preparing a specified number

of questions from the contents stored in the question storage means,

transmitting/receiving means for transmitting the prepared questions to the

respective mobile communication terminals in the group and receiving [[an]]

answer information from the respective mobile communication terminals

corresponding to the questions presented on monitors of the respective mobile

communication terminals,

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first answer information storage means for storing the answer information

in correspondence with the respective mobile communication terminals, [[and]]

congeniality judging means for judging the congeniality of ~~each possible~~

~~pair~~ pairs of the respective mobile communication terminals in the group based on

the respective pieces of answer information stored in the first answer information

storage means and pairing the mobile communication terminals having the answer

information showing congeniality, and

information exchanging means for permitting exchange of information

between the paired mobile communication terminals, including:

access setting means for permitting the paired mobile

communication terminals selected to set an access time and an

imaginary place in a game space, and

an access judging means for judging whether an access has

been made at the set access time and place by both players through

the paired mobile communication terminals respectively and

permitting exchange of information when common access is made.

2.   (Currently Amended) A server device according to claim 1, further

comprising:

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question drafting means for letting one of the paired mobile communication terminals draft a specified number of questions and expected answers thereto based on the storage contents of the question storage means in order to transmit the questions and [[the]] possible answers to the partner a partner mobile communication terminal of the paired communication terminals,

second answer information storage means for storing the questions transmitted from the one of the paired mobile communication terminals and [[an]] answer information [[on]] identifying answers transmitted from the partner mobile communication terminal in correspondence with the respective mobile communication terminals, and

information exchanging means for judging a degree of congeniality based on [[the]] respective pieces of the answer information stored in the second answer information storage means and said expected answers and permitting an information exchange [[to]] between the paired mobile communication terminals if the degree of congeniality is high.

3. (Original) A server device according to claim 1, wherein the question drafting means enables the paired mobile communication terminals to select the questions and the expected answers from the storage contents of the question storage means and to draft a specified number of questions.

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4. (Cancel)

5. (Currently Amended) A server device according to claim [[4]]   1,

wherein a mailbox is given to each of the paired mobile communication terminals

judged to have accessed one another by the access judging means.

6. (Original) A server device according to claim 1, further comprising

individual data storage means for storing possession information of mailboxes in

correspondence with the registered members.

7. (Original) A server device according to claim 1, further comprising

ranking means for ranking the members in a decreasing order of possessed

mailboxes and making the ranking readable in the server device.

8. (Currently Amended) A program for executing a net game on a   net

game server device applicable on a network and enabling data communication with

mobile communication terminals registered as members, said program comprising

the steps of:

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organizing groups ~~consisting of~~ including a specified number of members

upon a member registration request from the respective mobile communication

terminals,

storing contents of a plurality of questions,

selecting and preparing a specified number of questions from the stored

contents,

transmitting the prepared questions to the respective mobile communication

terminals in the group and receiving [[an]] answer information from the respective

mobile communication terminals corresponding to the questions presented on

monitors of the respective mobile communication terminals,

storing the answer information in correspondence with the respective

mobile communication terminals, [[and]]

judging the congeniality of ~~each possible pair~~ pairs of the respective mobile

communication terminals in the group based on the stored contents and pairing the

mobile communication terminals having the answer information showing

congeniality, and

permitting information exchange between the paired mobile communication

terminals including:

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permitting the paired mobile communication terminals
selected to set an access time and an imaginary place in a game
space, and

judging whether an access has been made at the set access
time and place by both players through the paired mobile
communication terminals respectively and permitting exchange of
information when common access is made.

9. (Currently Amended) A net game progress controlling method by a net
game server device applicable on a network and enabling data communication with
mobile communication terminals registered as members, comprising the steps of:

organizing groups ~~consisting of~~ including a specified number of members
upon a member registration request from the respective mobile communication
terminals,

storing contents of a plurality of questions,

selecting and preparing a specified number of questions from the stored
contents,

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transmitting the prepared questions to the respective mobile communication

terminals in the group and receiving [[an]] answer information from the respective

mobile communication terminals corresponding to the questions presented on

monitors of the respective mobile communication terminals,

storing the answer information in correspondence with the respective

mobile communication terminals, [[and]]

judging the congeniality of ~~each possible pair~~ pairs of the respective mobile

communication terminals in the group based on the stored contents and pairing the

mobile communication terminals having the answer information showing

congeniality, and

permitting information exchange between the paired mobile communication

terminals including:

permitting the paired mobile communication terminals

selected to set an access time and an imaginary place in a game

space, and

judging whether an access has been made at the set access

time and place by both players through the paired mobile

communication terminals respectively and permitting exchange of

information when common access is made.

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10. (Currently Amended) A computer-readable storing medium storing a

net game progress control program implementable on a net game server device

applicable on a network and enabling data communication with mobile

communication terminals registered as members, said program comprising the

steps of:

organizing groups ~~consisting of~~ including a specified number of members

upon a member registration request from the respective mobile communication

terminals,

storing contents of a plurality of questions,

selecting and preparing a specified number of questions from the stored

contents,

transmitting the prepared questions to the respective mobile communication

terminals in the group and receiving [[an]] answer information from the respective

mobile communication terminals corresponding to the questions presented on

monitors of the respective mobile communication terminals,

storing the answer information in correspondence with the respective

mobile communication terminals, [[and]]

judging the congeniality of ~~each possible pair~~ pairs of the respective mobile

communication terminals in the group based on the stored contents and pairing the

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mobile communication terminals having the answer information showing congeniality, and

permitting information exchange between the paired mobile communication terminals including:

permitting the paired mobile communication terminals selected to set an access time and an imaginary place in a game space, and

judging whether an access has been made at the set access time and place by both players through the paired mobile communication terminals respectively and permitting exchange of information when common access is made.

11. (New) A server device according to claim 1, wherein the access judging means judges a successful access by a fitting system if actual access times of the paired mobile communication terminals fall within a specified time frame, extending before and after the set access time, with or without overlapping.

12. (New) A server device according to claim 5, further comprising a game progress processing section which prohibits an information exchange concerning electronic mail addresses.

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13. (New) A server device according to claim 5, further comprising game progress processing section which includes a list containing characters and words for specifying actual places and prohibits the input of the words contained in said list.

14. (New) A server device for a net game applicable on a network and enabling data communication with mobile communication terminals registered as members, the server device comprising:

organizing means for organizing groups including a specified number of members upon a member registration request from the respective mobile communication terminals,

question storage means for storing contents of a plurality of questions,

question preparing means for selecting and preparing a specified number of questions from the contents stored in the question storage means,

transmitting/receiving means for transmitting the prepared questions to the respective mobile communication terminals in the group and receiving answer information from the respective mobile communication terminals corresponding to the questions presented on monitors of the respective mobile communication terminals,

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first answer information storage means for storing the answer information

in correspondence with the respective mobile communication terminals,

congeniality judging means for judging the congeniality of pairs of the

respective mobile communication terminals in the group based on the respective

pieces of answer information stored in the first answer information storage means

and pairing the mobile communication terminals having the answer information

showing congeniality,

question drafting means for letting one of the paired mobile communication

terminals draft a specified number of questions and expected answers thereto based

on the storage contents of the question storage means in order to transmit the

questions and possible answers to a partner mobile communication terminal of the

paired communication terminals,

second answer information storage means for storing the questions

transmitted from the one of the paired mobile communication terminals and answer

information identifying answers transmitted from the partner mobile

communication terminal in correspondence with the respective mobile

communication terminals, and

information exchanging means for judging a degree of congeniality based

on the answer information stored in the second answer information storage means

and said expected answers and permitting an information exchange between the

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paired mobile communication terminals if a degree of congeniality is high, the

information exchange means including:

  access setting means for permitting the paired mobile

communication terminals selected to set an access time and an

imaginary place in a game space, and

  an access judging means for judging whether an access has

been made at the set access time and place by both players through

the paired mobile communication terminals respectively and

permitting exchange of information when common access is made.

wherein operation of the access setting means and the access judging means is

limited to the paired communications terminals judged to have a high degree of

congeniality based on the answer information stored in the second answer

information storage means.

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